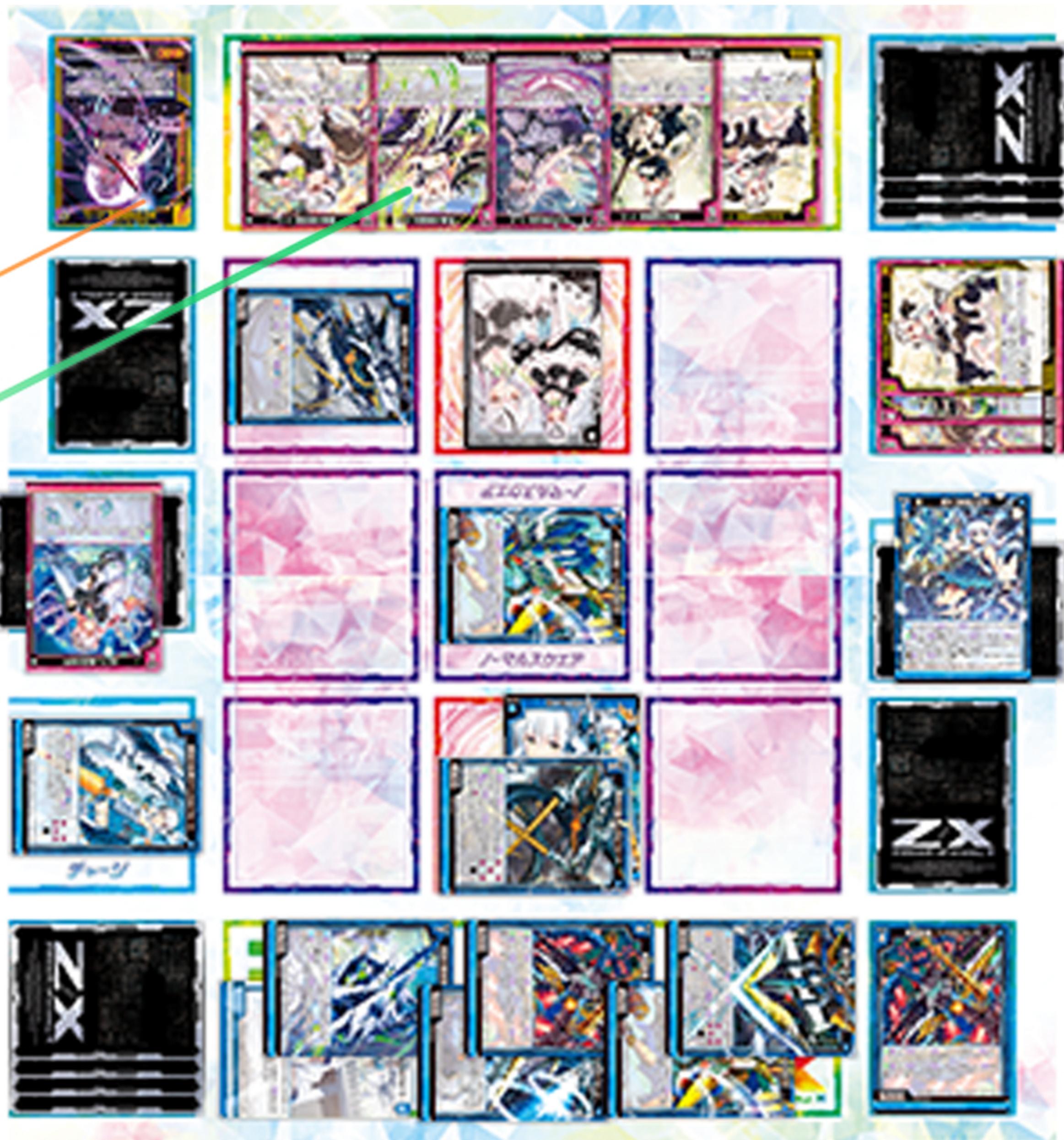


Zillions of enemy X

初心者の方は必見



What is Z/X?



It is a full-scale strategic battle where you can enjoy the bargaining of offense and defense by calling Z / X on the 3x3 battlefield. With the concepts of "easy but challenging", infinite tactics are born from simple rules. Combine various abilities based on 5 worlds and master your cards!

決めろ!
イグニッション
オーバー[!]
ドライブ^{!!}

Victory Conditions

Z/X is won by the player who has taken all four lives of his opponent.

Deck Construction Rules

To play Z/X, you need a bunch of cards called a deck.

Build the deck according to the following rules.

- » The deck is built with 50 cards. It cannot be more or less than that.
- » You can only put up to 4 cards with the same card name in the deck.
- » You must have exactly 20 cards with "Ignition Icon" in your deck (the icon can be seen on the top left of card text). It cannot be more or less than that.
- » You can only put up to 4 cards with "Life Recovery" in the text of the card in the deck.
- » You can only put up to 4 cards with "Void Bringer" in the text of the card in your deck.
- » Player cards and "PL EX" cards are not included in the deck.
- » You can also build a deck called "Dynamis", separate from the main deck. "Dynamis" has a total of 16 cards with card types of "Z / X EX", "EV EX", "SHIFT", and "Z / X OB".

Game Preparation

Preparation for the match will proceed according to the following procedure.

1. Place the "Player Card" face up with the bottom of your "ZX Overboost" card, OR a "PL EX" (Player Extra) card back to back with your "Player Card" on your "Player Square".
2. Select up to one "Start Card" from the deck and place it face down on the "Player Square".
3. Place the "Dynamis" face down on the field.
4. Select up to one "Gate Card" from the deck and place it face up on the "Dynamis".
5. Select up to one "Start Resource" from the deck and place it face up in "Resource".
6. Shuffle the deck.
7. Roll dice. The winner goes first.
8. Draw 4 cards from the top of the deck as your first hand.
9. Players can choose to redraw. When redrawing, return all your cards to the deck, shuffle them, and then draw 4 new cards. You can only redraw once.
10. Place four cards from the top of the deck face down in "Life".
11. From the top of your deck, place cards in "Resource" until there are two.
12. The "Start Card" that was placed face down will be revealed face up.

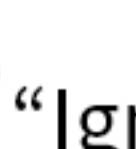
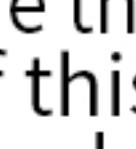
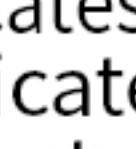
**Now you are ready.
Let's Start The Game!!!**

Card Parameters



1. **Card Name:** The name of this card.
2. **Card Type:** The type of this card. There are 8 types in total, and they can be either Z/X, EVENT, PLAYER, Z/X EX (ZX Extra), EV EX (Event Extra), SHIFT, or Z/X OB (Z/X Overboost).
3. **Cost:** The cost required to use this card.
4. **Color:** The color of this card. They can be ~~Red~~ Red, ~~Blue~~ Blue, ~~White~~ White, ~~Black~~ Black and ~~Green~~ Green. If the card is ~~Multicolor~~ Multicolor, and if it is put into Resource, it is put in Sleep State if you do not already have the same colors as that card in Resource.
5. **Text:** The ability of this card. There are 5 primary ability types, and there are 6 other ability sub-types that can be activated under certain conditions. Please refer to the next page for more information.
6. **Subtext:** Represents additional rules for this card.
7. **Icon:** There are two different types of icons: Ignition, and Evol Seed.
 Ignition: When “ignited”, cards with this icon can be played for no cost.
 Evol Seed: When trashed from the deck, cards with this icon can activate an effect.
8. **Tribe:** The tribe of this card.
9. **Power:** The power of this card. If a card has taken Power equal to or higher than it's own, it is destroyed and placed on the Charge.

Card Abilities

 Boot Ability	The player can choose to activate this ability. To activate it, you have to pay the cost. The cost is indicated by ○○, or by  ○○. ▣: [Sleep] Put the Z/X into "Sleep State" to use this ability. You cannot use this ability if the Z/X is already in "Sleep State". ✖ ○: "Sleep" cards in Resource with the indicated color by the number of ○ in order to pay the cost.
 Auto Ability	If the condition is met, this ability will activate automatically. The condition is indicated by  ○○, and when it is achieved, the ability is triggered and the effect is activated automatically.
 Constant Ability	This ability will always take effect when the conditions are achieved.
 Special Ability	The conditions for this ability are checked at any point in the game, and will take effect once the conditions are achieved.
 Event Ability	This ability activates when an Event Card is played.
 Zero Optima X	If there are X or more cards with  "Ignition" in Resource, this ability is available.
 ○○ Level X	If there are X or more face-up ○○ on your Dynamis, this ability is available. ▣ indicates the Level of the Dimguile Tribe, ★ indicates the Level of the Waker Tribe, ■ indicates the Level of other Tribes, ▷ indicates Level related to the Card Type.
 Z/Xtend Drive!	"Z/Xtend Drive!" is an ability that can only be played once during a game. Players who have activated a "Z/Xtend Drive!" ability will not be able to activate another "Z/Xtend Drive!" ability for the rest of the game.
Additional Icons	<p>▶: <Player> If you have the indicated Player Card or a card with the indicated name in your Square, this ability is available.</p> <p>有効: <Valid> Indicates the point where this ability can be played and the effect can resolve.</p> <p>効果: <Effect> Indicates the effect of this ability.</p> <p>コスト: <Cost> Indicates the cost to play a  Boot Ability.</p> <p>誘発: <Trigger> Indicates the conditions to activate an  Auto Ability.</p>
 Square Diagram	A simple diagram of the Square on the field. Used to specify certain squares. The top on a diagram indicates the opponent's side, while the bottom is your side of the Square.

Game Progress

1. Reboot Phase

“Reboot” all of your cards that are in “Sleep” state.

2. Draw Phase

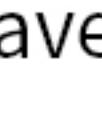
Draw 2 cards from the top of your deck. NOTE: On the first turn of the game, the first player does not draw.

3. Resource Phase

You can choose one card in your hand to place into your Resource, in “Reboot state”. You may choose not to place a card. You can place only one card per Resource Phase. Cards in Resource are used to pay for the costs required to play cards and abilities.

4. Ignition Phase

You can choose to do an “Ignition”. If so, follow the procedure below.

1. Choose one card in Charge and place it in the trash.
2. Reveal the top card of your deck.
3. If the revealed card has an  “Ignition”, you can play that card without paying the cost. This is an “Overdrive”.
4. If the revealed card does not have an  “Ignition”, or you did not play a card with an  “Ignition”, place the revealed card in the trash.

* You can perform “Ignition” as many times as you like as long as you have a card in Charge.

5. Main Phase

You can perform the following actions in any order, and as many times as you choose.

» Play a Z/X from your hand

Pay the Cost, and place the Z/X card in your hand on the Square in “Reboot” state.

» Play an Event or activate a Boot Ability

Pay the Cost, and use an Event card in your hand or a  Boot Ability from a Z/X. After using an Event card and resolving the effect, place it in the trash.

» Battle

Attack the opponent’s Z/X with your own Z/X.

» Play a Z/X Extra or Event Extra

Once per turn, place a Z/X Extra card or a Event Extra card face-down from your Dynamis on the Square.

» Play a Shift

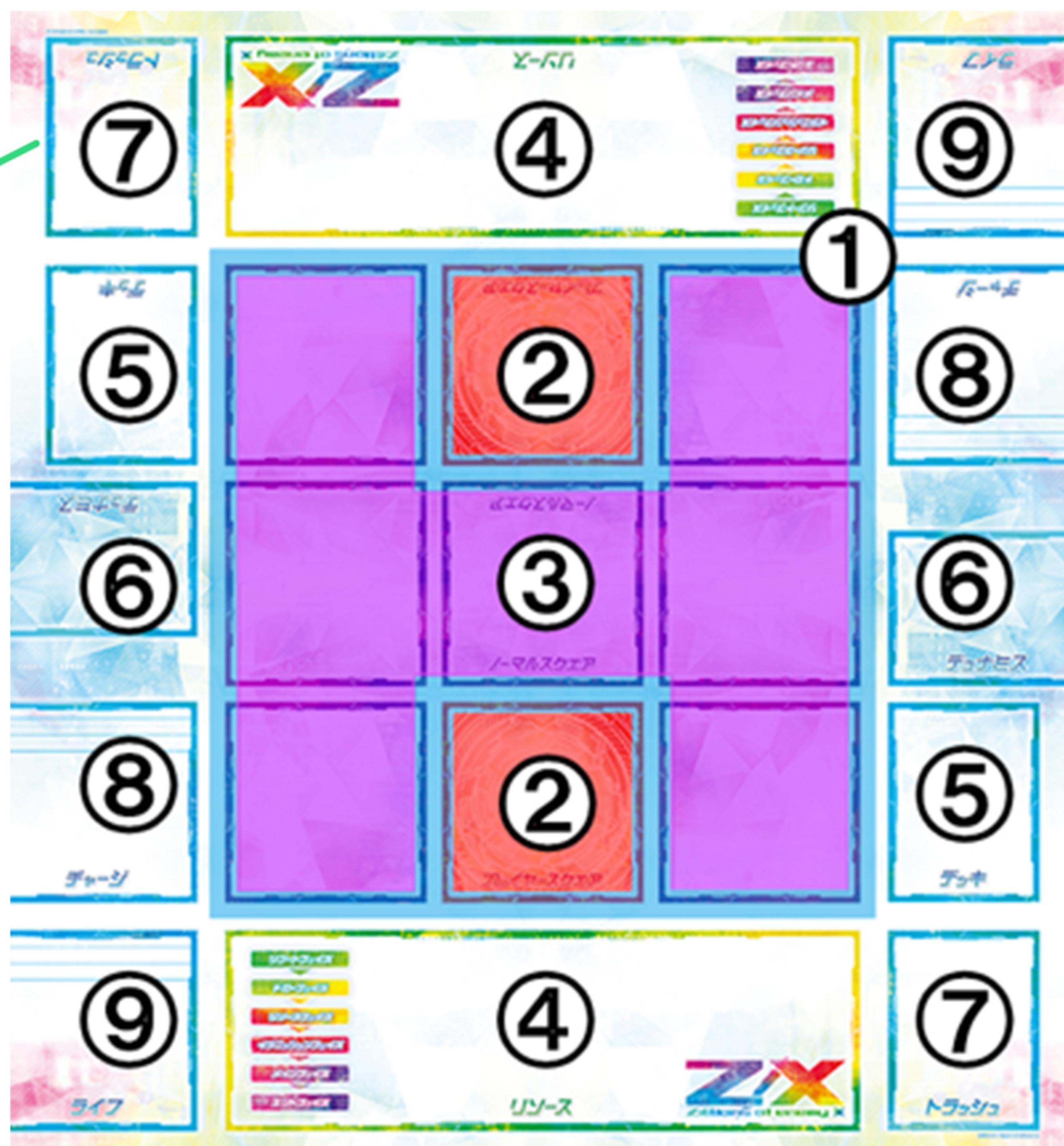
Once per turn, a Shift card that fulfills it’s Shift Condition can be placed on the specific Shift Vessel card.

6. End Phase

The End Phase proceeds as follows. Afterwards, turn is passed to the opponent.

1. Resolve all abilities that occur at the end of the turn.
2. The damage done to all Z/X during the turn are gone.
3. All abilities that happen “until end of turn” end.
4. If the turn player has 7 or more cards in their hand, they must choose which cards to place in their trash until they have 6 cards in their hand.

The Field



1. **Square:** There are two types, the “Player Square” and the “Normal Square”.
 2. **Player Square:** A Square where you can place a Player Card.
 3. **Normal Square:** A Square that cards other than a Player card can be placed on.
 4. **Resource:** Where to place cards chosen to be a Resource.
 5. **Deck:** This is where you put your deck.
 6. **Dynamis:** This is where you put your Dynamis deck.
 7. **Trash:** Where to place cards that have been used.
 8. **Charge:** A place to put destroyed Z/X cards. You can place up to 4 cards. When 5 or more cards are placed, choose cards to place in trash until there are only 4 cards.
 9. **Life:** A place to set life. Players who do not have any cards in Life are defeated.

Playing Cards

Card States



The state of a card is represented by orientation. A card is public if it is face-up, and private if it is face-down. Also, if a card is vertical (inactive) it is in “Reboot” state, and if it is horizontal (active), it is in “Sleep” state.

Paying Cost

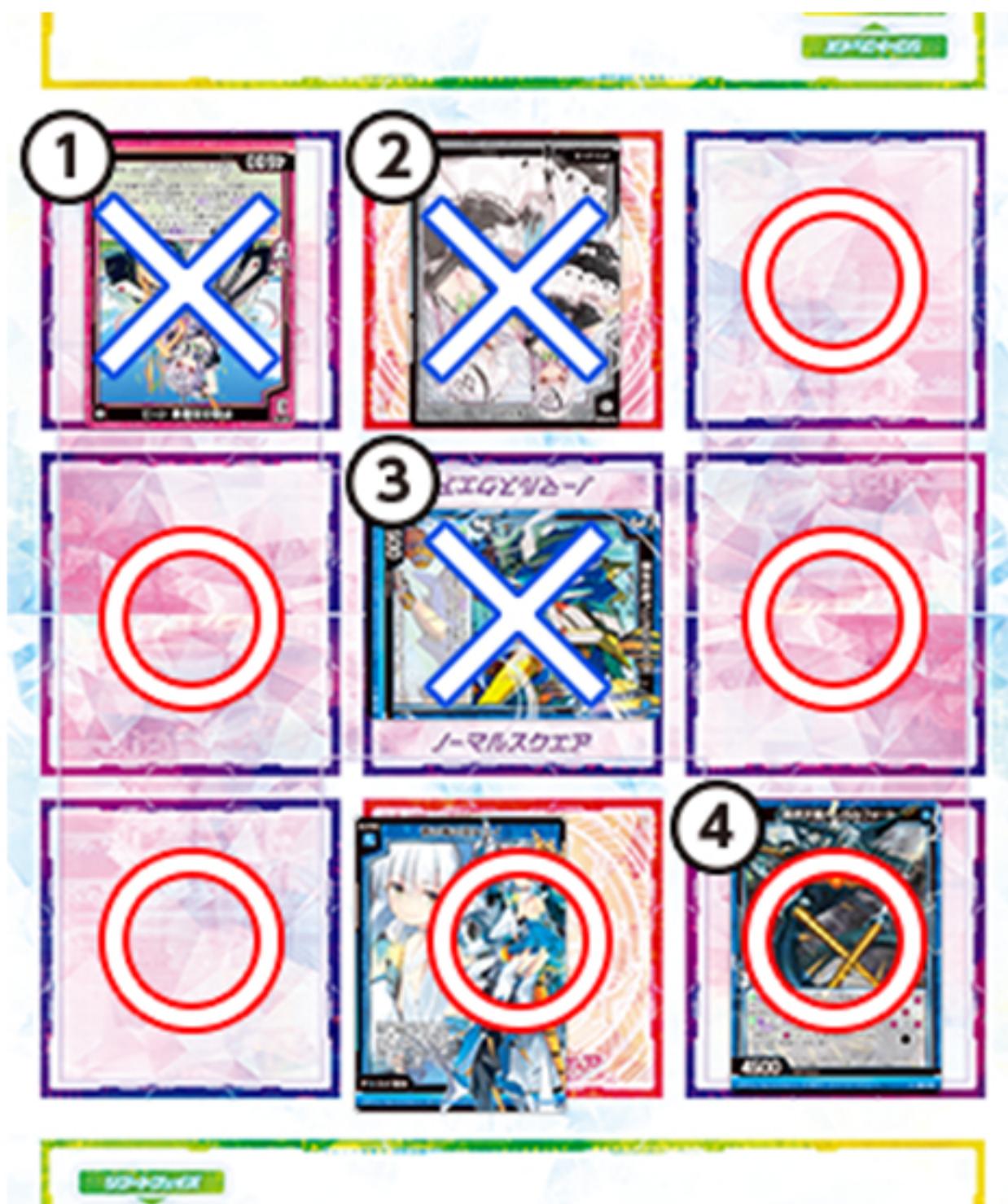


If you play a card, you will have to pay the cost written on that card.

To pay the cost, “Sleep” as many cards in your Resource as listed on that card. You must “Sleep” at least one card with the same color as the card you want to play.

- * If the card you want to play is Multicolor, you must “Sleep” one card with the same color as each of its colors.
- * If a card in Resource is Multicolor, you can choose to “Sleep” that card as any of its colors.

Playing a Z/X



When Z/X and Z/X Extra cards are played, they are placed on the Square in “Reboot” state, but there are additional rules.

1. It cannot be placed where an opponent’s Z/X is already placed.
2. It cannot be placed on the opponent’s Player Square.
3. It cannot be placed in a Square where another of your Z/X is in “Sleep” state.
4. You can place a new Z/X on a Square where another of your Z/X is in “Reboot” state, but the Z/X originally on that Square is placed in the trash.

Playing an Event

When Event cards are played, they will have their effects immediately resolved. Events whose effects have been resolved are placed in the trash. Event cards can be played during the Main Phase of your turn, or during Battle or either player’s turn.

Battle Procedure

1. Battle Declaration Step (Declaration of Attack)



To declare an attack, choose which of your Z/X in “Reboot” state is attacking, and set it to “Sleep” state. The attacking Z/X can only attack an opponent’s Z/X or Player adjacent to it. However, if the opponent’s Player Square has a Z/X, you cannot attack the Player.

2. Battle Event Step

Activation priority alternates between You → Opponent → You, and each player can choose whether to play an Event card or activate a **起** Boot Ability. Cards and effects used will resolve immediately. If you and the opponent both choose to pass, proceed to the next step.

2. イベント・起能力のプレイ

攻撃宣言

自分: イベント・起能力のプレイ・解決



相手: イベント・起能力のプレイ・解決



自分: パス

相手: パス

攻撃の解決

3. Battle Damage Step (Resolution of Attack)

A. If you were attacking Z/X



InFLICT damage to your opponent’s Z/X equal to the Power of your attacking Z/X. The attacking Z/X will not be damaged. Z/X that have received damage more than their Power will be destroyed and placed in the Charge.

B. If you were attacking the player



Your opponent’s Life will be damaged. Choose one card in your opponent’s Life, then your opponent reveals that card. Perform one of the following, depending on the revealed card.

- If the card has Ignition, the opponent can play the card without paying the cost. Then, the following may occur.
 - » If the card has “Life Recovery”, the opponent compares Life with the attacking player, and if the opponent has less Life than the attacking player, they can place the card of their deck face-down in Life.
 - » If the card has “Void Bringer”, the opponent chooses a Z/X on the Square, and puts it into the trash.
 - If the card does not have Ignition, or it is not played, the opponent places the revealed card in Charge.

4. Battle End Step